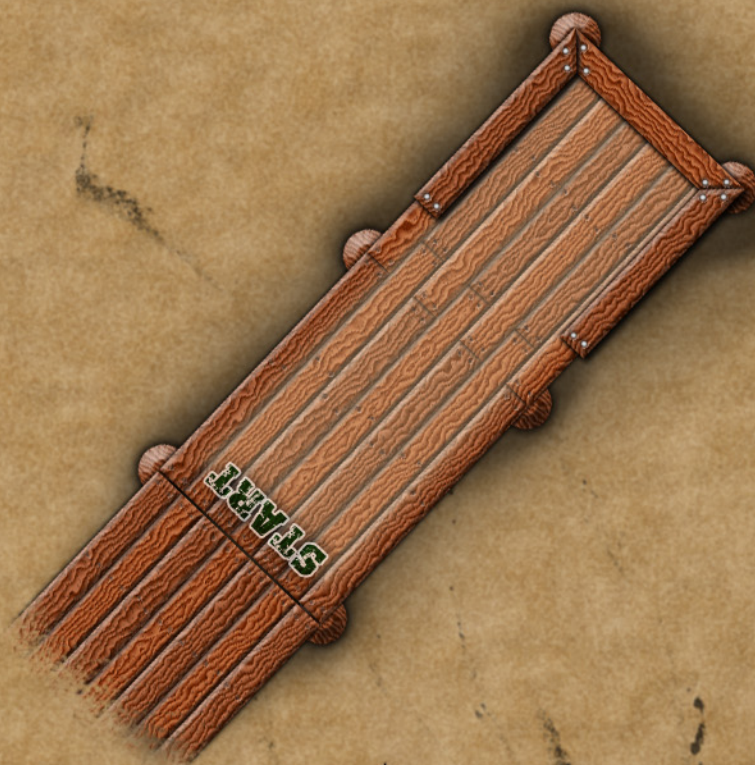
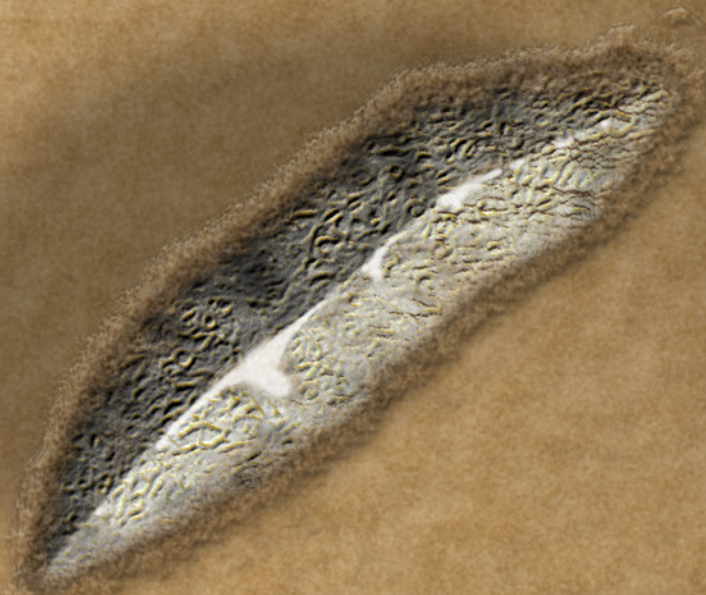
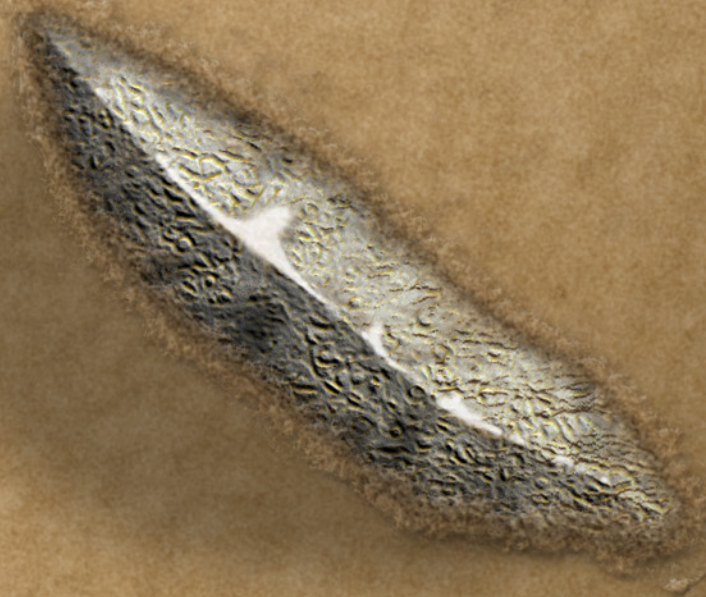


Spend 3 SPD and roll a D6.
Move D6M across the
board. Landing ends turn.

RAMP







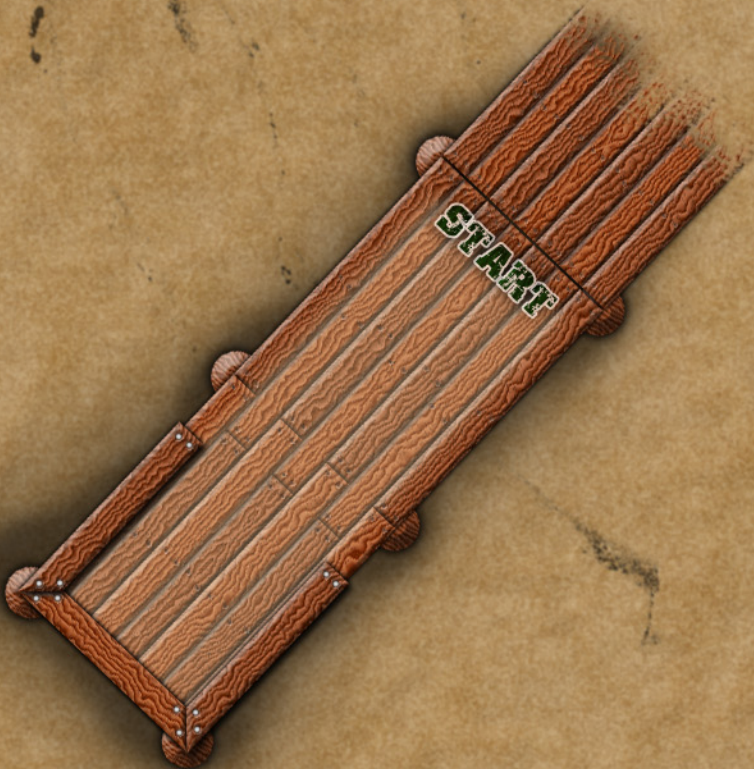


SPIN

ROLL A D6.

1-3 MAKE A 2H TURN LEFT

4-6 MAKE A 2H TURN RIGHT



START

RAMP

SPEND 3 SPD AND ROLL A D6.
MOVE D6M ACROSS THE
BOARD. LANDING ENDS TURN





STALL

ROLL A D6.
ON A 4, 5 OR 6
YOUR RACER STALLS,
ENDING YOUR MOVEMENT.

